

ELTU Project - Computer Sciences and Maths

This is the reading list for students doing Projects in the areas of Computer Sciences and Mathematical Sciences.

View Online



1.

Galitz, Wilbert O. The Essential Guide to User Interface Design: An Introduction to GUI Design Principles and Techniques. 3rd ed. John Wiley; 2007.
<http://ezproxy.lib.le.ac.uk/login?url=http://www.mylibrary.com?id=85533>

2.

Tidwell, Jenifer. Designing Interfaces. 2nd ed. O'Reilly; 2011.

3.

Coyle, Karen. Linked Data Tools: Connecting on the Web. Vol Library technology reports : expert guides to library systems and services. ALA TechSource; 2012.
<http://site.ebrary.com/lib/leicester/Doc?id=10695235>

4.

Spohr, Dennis. Towards a Multifunctional Lexical Resource: Design and Implementations of a Graph-Based Lexicon Model. Vol Lexicographica. Series maior. De Gruyter; 2012.
<http://site.ebrary.com/lib/leicester/Doc?id=10534137>

5.

Kleinberg, Jon, Tardos, Éva. Algorithm Design. Pearson/Addison-Wesley; 2006.

6.

Skiena, Steven S. The Algorithm Design Manual. Springer-Verlag London; 2008.

<http://ezproxy.lib.le.ac.uk/login?url=http://dx.doi.org/10.1007/978-1-84800-070-4>

7.

Miller, Michael B. Mathematics and Statistics for Financial Risk Management. Vol Wiley finance. Wiley; 2012. <http://site.ebrary.com/lib/leicester/Doc?id=10529315>

8.

Buchanan, J. Robert. An Undergraduate Introduction to Financial Mathematics. 3rd ed. World Scientific; 2012.